ACTIVISION.

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CORPORATION

Player's Guide

for

Commodore 64 / 128

CORPORATION

The year is 3026 AD, the geographical boundaries of nations are of no consequence and an individual's national identity has been supplanted by an essential allegiance to one of the all-powerful Corporations. Employment within a Corporation is more than just a job; it means provision of living accommodation and, more importantly, a positive credit rating linked to your position within the Corporation.

Success is rewarded with promotion and employment security. Failure means termination of employment, credit rating blacklisting and certain destitution. Successful mission completion must be achieved by any means possible...

In Corporation you play the part of Commander of a deep space robotic mining team. Your employers have intercepted a message from the rival Corporation's survey probe which has landed on an asteroid. The intercepted data indicates that the asteroid is rich in the extremely rare and priceless Minorthian crystal. The path of the asteroid has been plotted and projected to be on a collision course with a sterile moon, the impact of which it cannot survive.

You have been assigned the task of extracting as much Minorthian crystal as possible from the asteroid before impact time. All mining activities are controlled from the manned refinery unit; actual operations are performed by mobile remote units, or MRUs. It is up to you to select the appropriate vehicles, direct surveying, mining and transportation operations, and defend the interests of the Corporation.

Oh, and don't bother making any plans for the return trip unless you've satisfied the demands of production control; quotas must be fulfilled at all costs!

LOADING CORPORATION

1. Set up your computer system as detailed in the instruction booklets that accompany your computer and connect to your TV or monitor. Ensure that any cartridges or peripherals (such as disk drives, cassette players, printers, etc.) are disconnected from your computer. Failure to do so *may* cause loading difficulties. (If your computer has a built-in disk or cassette drive you will not be able to disconnect the built-in item, but ensure that any other peripherals are disconnected).
2. If you are using a *Commodore 64* or *Commodore 128* with the *CASSETTE* version of Corporation:
   (a) Connect your data cassette player to your Commodore 64 or 128, and switch your TV / monitor and computer ON (C128 owners should now select 64 mode by typing GO64 and pressing RETURN, then Y and RETURN).
   (b) Insert the CORPORATION cassette into the data cassette player. Ensure it is fully rewound.
   (c) Hold down the SHIFT and RUN / STOP keys on the computer together. Then press the PLAY key on the datacassette.
3. If you are using a *Commodore 64* or *Commodore 128* with the *DISKETTE* version of Corporation:
   (a) Connect your disk drive to your Commodore 64 or 128, and switch your TV/monitor, computer and disk drive ON (C128 owners should now select 64 mode by typing GO64 and pressing RETURN, then Y and RETURN).
   (b) Insert the CORPORATION diskette into the disk drive, label side up. Now type LOAD "*",8,1 and press RETURN.
CORPORATION will now load into your computer memory. Cassette versions will load in stages, and you will see a variety of flashing colours around the screen as loadng occurs.
NOTE: CORPORATION is a multi-load game and loads in three different sections.

CONTROL NOTES

Commodore 64 or 128 owners may use any C64 compatible joysticks, using port 1 for player 1, and port 2 for player 2.

HISTORY AND BRIEFING

When the first part of the game has loaded into your computer, the screen will display a menu consisting of five options. Use UP and DOWN controls to highlight an option, and press FIRE to select that option.

To exit a screen, highlight the RETURN option and press FIRE. Otherwise select CONTINUE to access all of the available information.

1. *ARCHIVES.*

Selecting this screen will display a brief background to the Corporation and your mission.

2. *MISSION BRIEFING*

This screen will advise you of your mission, and provide you with technical data of the asteroid.

3. *REFINERY SPECIFICATIONS*

This screen provides technical data on your Mobile Refinery Unit. All operations are controlled remotely from the Refinery.

4. *M.R.U. SPECIFICATIONS*

Mobile Robotic Units (MRUs) are specialised remotely controlled vehicles which you will use to survey the asteroid, mine any valuable materials, transport the spoils, and defend your interests against rivals.

These screens provide information on the types of MRUs available to you, a description of their functions and the speed of the vehicle.

5. *CONTINUE*

Selecting this option will load in the next part of the game from cassette or disk.

M.R.U. SELECTION SCREEN

From this screen you will be able to select a 1 or 2 player game and the duration of the game.

Enter the name of player 1, then press RETURN. You will then be prompted to enter a previous mission code. If this is the first time you have played CORPORATION press RETURN. Enter the name of player 2, or just press RETURN to play against the computer.

You may now select from a simulated 12, 24 or 36 hour game by pressing 1, 2 or 3 on the keyboard.

SELECTING MRUs

The screen is split into two halves, with player 1 on the left and player 2 on the right. On each side are displayed the mission name, the player's name and credit rating, the amount of crystals recovered and the time remaining before the asteroid's destruction. Your credit rating indicates how many MRUs you can acquire.

In the lower portion of the screen is a list of available types of MRUs. The columns to the right of the MRUs indicate the number of MRUs you have purchased. There are 2 columns marked 'S' for solar and 'F' for fusion, denoting the MRU's power source (See FUSION AND SOLAR POWER).

Select MRUs by using UP and DOWN to highlight the vehicle of your choice, then LEFT and RIGHT to select either solar or fusion drive. Pressing fire will enable you to buy or sell the selected type of unit by using UP or DOWN controls. Your credit rating will be adjusted automatically. If you do not have the necessary credit to purchase the selected MRU you will be prevented from doing so. Pressing FIRE will return you to normal selection mode, allowing you to choose a different MRU.

Each player should continue to select MRUs until all credit is used up. After both players have selected the CONTINUE option, the main game will load into your computer.

FUSION AND SOLAR POWER

All MRUs may be fitted with either solar or fusion power sources.
A solar based system relies on the MRU being in sunlight before
its energy cells can be recharged. A fusion system will recharge
regardless of whether it is on the Sunside or the Darkside of the
asteroid, but will cost far more than a solar based system.
Your choice of MRUs will effect the nature of the game, and your
choice of power sources could be crucial to the end result!
Remember, when making your selection that half of the asteroid
is in total darkness at any one time, rendering solar powered
MRUs immobile and vulnerable.

THE GAME

When your refinery has landed on the asteroid your mission
begins. The screen displays a computer simulated grid plan of
the surface of the asteroid, with the position of your refinery
marked as a red square. The shaded area of the grid
represents the part of the asteroid which is in darkness. This
area will move around the asteroid as the game progresses.
Below this grid is a list of the MRUs available for the mission.
Select an MRU as in previous menus by highlighting the name
of the vehicle using UP and DOWN, and the power source type
using LEFT and RIGHT.
Pressing FIRE will select a vehicle of that type, and the screen
display will change to an enlarged grid depicting the surface of
the asteroid. This enlarged grid corresponds to one small high-
lighted square on the asteroid grid at the top of the screen.

SELECTION AND MOVEMENT OF MRUs

To select an MRU on the surface of the asteroid, place your
cursor over the selected MRU icon and press FIRE. A 'ghost'
icon will appear which you can then move over the surface of the
asteroid. As you move from one enlarged grid to another the grid
will be redrawn. You may move from the top of the asteroid grid
to the bottom, or from one side to the other. You may program up

to two MRUs in this manner up to a range of 20 grid squares. If
you do not wish to move the full range of the MRU press FIRE.
The computer will now direct the movements of the MRU,
allowing you to plan your next move.
Pressing FIRE while the cursor is over an empty grid square will
move the cursor to the asteroid grid, enabling you to scan any
square from this grid. Pressing FIRE when the cursor is over the
refinery on the enlarged grid will return you to the main refinery
menu.

PAUSE

The game may be paused by either player by selecting the
HOLD GAME option on the refinery menu screen. Restart the
game by selecting CONTINUE.

SURVEYING AND MINING

It is known that certain parts of the surface of the asteroid are
unstable, and would probably not support the weight of surface
vehicles. Luckily, your survey craft can not only detect crystal
deposits but also unstable ground. As your survey craft moves
across the asteroid it will leave beacons. A yellow beacon
signifies a deposit of crystal, and a blue beacon marks unstable
ground. Any vehicle other than the booster powered survey craft
should avoid unstable areas!
Once a deposit of crystal has been discovered it may be mined
by moving a mining unit over the grid square. The mined
materials are left over the surface of the asteroid ready for
transportation to the refinery. The beacon will change to purple
once crystals have been mined.
Containers of crystal may be loaded into truck units by moving
the unit over a purple beacon. Each truck may carry up to ten
containers. To unload a truck at the refinery the MRU must be
moved to an adjacent grid square. The load will be transferred
automatically.

HOSTILITY AND DEFENCE

As the Commander of mining operations you must be aware of the fierce rivalry between Corporations. Some would stop at nothing in order to fulfill their quota and maintain their credit limit! In order to defend the interest of the Corporation, you may also purchase cloaking units and missile launching units. Cloaking units can protect your operations from enemy radar and visual scanning systems. They are effective up to a three grid square radius, cloaking both their own presence and that of any units within their range. Detection by the opposing force is only possible if one of their MRUs is within 1 grid square of a cloaked unit.

Rocket launchers are equipped with highly accurate energy-seeking missiles which are capable of penetrating most shield defences. The gun decks are armed with smaller, less powerful 'Dart' missiles. In order to launch a missile you must first access the visual display screen. Place the cursor over an MRU icon and press FIRE twice in rapid succession. The screen will change to a view of the surface of the asteroid and the MRUs status display. To exit this screen, move the cursor to the bottom of the visual display and press FIRE. Note that you will be unable to obtain a visual scan from an MRU which is shutdown through damage or lack of energy.

The status display consists of a radar screen showing the proximity of other MRUs. To the left of the radar is a blue bar indicating the unit's shield strength, and to the right a red bar showing the unit's energy level.

You may pan the surface view by moving the cursor LEFT and RIGHT. If any objects are identified on the asteroid's surface the cursor will change colour. Pressing FIRE will enable you to zoom in on the object, providing you with a visual display of it.

To arm the rocket launcher or gun deck, move the cursor to the top of the visual display and press FIRE. The cursor will change to a cross-hair sight, allowing you to aim at an object on the surface. Press FIRE to launch a missile.

METEORITES

Due to the lack of a protective layer of atmosphere, there is a great probability of strikes by meteorites. Commanders should maintain regular visual checks on all units and be prepared to move them out of danger whenever possible.

SUCCESSFUL MISSIONS

If you succeed in completing your mission and mining the required quota of crystals, you will be given a mission code. Write down this code for future use. When prompted at the begining of a game for your mission code you can obtain a higher credit rating which will allow you to buy more MRUs, though naturally the Corporation may decide to increase the target quota of crystals!

STRATEGY

CORPORATION can be played in many different ways; your policies decide the depth and complexity of a game. It is possible to concentrate on conventional exploration and mining operations, especially when new to the game. However, Commanders must be aware that the rival corporation will be prepared to use uncompromising tactics in this corporate struggle, so a self-defence capability is essential.

Keep track of the areas you have surveyed and mined. A wipe clean mapping grid has been provided for each player for this purpose. Ensure that you use a non-indelible soft felt tip pen when writing on the grids.

Avoid the unstable ground – ensure you do not move suface vehicles into unexplored regions.

Be prepared for sabotage and piracy by a rival corporation. You should try to monitor his movements by glancing at his side of the screen occasionally. Try to establish his main areas of operation and the routes he is using to and from his refinery. The contents of a truck which has been hit by a missile strike will be scattered over the immediate area – saving you the inconvenience of mining altogether!